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Thank You

...for Buying this Advanced Turbo-Grafx™-CD Game disc, Ys-Book I & II.

Before using your new game disc, please read this instruction manual carefully. Familiarize yourself with the proper use of your TurboGrafx-16 Entertainment SuperSystem, TurboGrafx-CD unit, precautions concerning their use and the proper use of this CD game disc. Always operate your TurboGrafx-16 SuperSystem and this CD game disc according to instructions. Please keep this manual in a safe place for future reference.

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TurboGrafx™-CD Player
TurboGrafx™-16 Entertainment SuperSystem

WARNINGS

1. This is a precision device and should not be used or stored under conditions of excessive temperature or humidity.
2. Do not use this CD game disc with ordinary CD players. The computer data may damage your audio equipment. In addition, prolonged use of this disc with headphones in a "regular" CD player could cause hearing impairment.
3. Never open the CD player's cover while the CD is spinning. This may damage both the disc and the system.
4. Never pull the System Card out while the TurboGrafx-16 switch is in the "on" position, as this may damage both the SuperSystem and the CD Interface Unit.
5. Do not wipe your Entertainment SuperSystem, TurboGrafx-CD Player or TurboGrafx-CD with volatile liquids such as paint thinner or benzene.
6. Read this instruction book carefully and keep it in a safe place for future reference.

TurboGrafx-CD discs are made especially for use with the TurboGrafx-16 Entertainment SuperSystem and TurboGrafx-CD Player. They will not operate on other systems.

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HOW STATE LAW RELATES TO THE WARRANTY
This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Playing Tips

When playing, you should take notes on what certain characters say. Otherwise, you might get stuck later on.

Combat is not as simple as just running into your enemies. Hit them from the sides too! But, look out! When dealing with a boss, strategy is often more important than strength!

You never know when some items will be useful, so test them regularly. Remember, every item has a special purpose!

In Book II, make sure you talk to all of the townspeople. Some may even require more than one visit!

Instead of buying cheap weapons right away, save your money to buy the more expensive ones. You will save money and will be more powerful early in the game!

Make a map of the complex areas (such as the caves). Otherwise, you might get lost!

Call the TurboTeam at (708) 860-3648 for additional game tips!

Care of Your CD Game Disc and Getting Started

Care of Your CD Game Disc

1 Keep your CD game disc clean!
2 Make sure the shiny, "signal reading" side of your CD disc is clean at all times.
3 If your CD disc does become dirty, wipe it clean with a soft cloth.
4 Make sure that the surface of your CD disc does not get scratched.
5 Take the CD disc carefully in and out of its case.
6 *Never* write on your CD disc. Writing on it may damage its surface or interfere with its operation.
7 *Never* bend your CD disc.
8 Do not try to make the hole in your CD disc larger!
9 Place your CD disc back in its case when you have finished playing.
10 Avoid high temperature and humidity.

Getting Started

1 Make sure your TurboGrafx-CD Player, Game Interface, television and audio system are properly connected (refer to your TurboGrafx-CD Player's instruction manual).
2 Plug your TurboGrafx-CD Power Adaptor into a wall outlet and slide the Game Interface power switch (the lower switch) to the right ("ON" position). Turn on your television and make sure that it is on the correct channel.
3 Carefully insert the TurboGrafx-CD System Card into the TurboGrafx-16 game-card port and slide the upper power switch to the right ("ON" position).
4 Open the TurboGrafx-CD player cover by lifting the handles. Avoid touching the inside of the unit. *Never* operate your CD player with the cover open.
5 With the game-title side of your CD game disc facing upwards, set your disc into position. Make sure that the hole is centered on the spindle and close the cover. The initial TurboGrafx-CD screen should appear.

Hurry Adol, You Must Help Us!

Eight hundred years ago, Ys was a land of peace and prosperity. Ruled by two beautiful goddesses and six priests, Ys was a world of magic. Magic that came from a mysterious stone called the "Black Pearl." Using this stone, and the magic that it had given them, the priests created a new metal, "Cleria," which brought great riches to the land.

But one day, a great evil came across the land. Believing that it was the Cleria that caused the evil, the priests buried all of it in hopes that the evil would disappear. The sacred shrine, Solomon, which held the Black Pearl, was raised high in the air to prevent it from being destroyed. Fearing the worst for themselves, the priests wrote down the history of Ys in six separate books and passed them on to their descendants.

Years passed and Ys fell into a deeper state of despair until, one day, the buried Cleria was found. For a short time, the peace and prosperity that had existed 800 years before was returned to the land. But, just as before, an Evil Force appeared. Once again, the land seemed doomed. But this time, there was one small ray of hope. This hope was a young man named Adol. Adol heard that whoever found the six lost books of Ys and returned them to the statues of the now long-gone priests, could restore the country to peace and prosperity. It was rumored that five of the books had been hidden throughout the land. However, the sixth book belonged to an evil Demon Boss called "Dark Fact" who lived in Darm Tower. It was said that Dark Fact would fight to the death to preserve this book.

Brave, intelligent and true, Adol sets out on what will be the adventure of his life. But it is you, great adventurer, that must guide him!

Object of the Game
Get ready for the ultimate TurboGrafx-CD experience in this game of skill, action and adventure!

In Ys-Book I, you must find and collect the first five of the six ancient books. After you accomplish this, you must make it to Darm Tower where the Demon Boss, Dark Fact, awaits you. Once you reach Darm Tower, you must find and defeat Dark Fact, who has the sixth book. This will allow you to move on to Ys-Book II.

In Ys-Book II, your first challenge is to fight the Evil Spirits and return the six books to the statues of the dead priests. Once you return the books, the true source of evil is uncovered. The mysterious Black Pearl, supposedly the source of all that is good, is actually the ultimate Boss Darm, the source of all that is evil. Your final mission is to reach Solomon Shrine and destroy the Black Pearl. It is only by defeating Darm that Ys will be restored to peace and prosperity.

Throughout the game, collect gold, magic items and experience to increase your chances of defeating the Evil Forces.

Please Note: Ys-Book I & II is a one-player game.

Saving "Data" with Your TurboGrafx-CD

Your TurboGrafx-CD system features back-up memory. In Ys-Book I & II, this means you can stop playing anywhere in the game and start again from the beginning of the same area — even if your system has been turned off!

How to Save Your Game
Press the SELECT Button to make the "Command Window" appear. Use the Direction Key to point the arrow to "SAVE" and press Button I. This will display a list of five locations where you can save your game. Use the Direction Key to point the arrow to the area where you want your game to be saved and press Button I to enter your selection. If the area you have chosen already has data in it, the previous data will be replaced with the new information.

What to do if your Memory Unit is at Full Capacity
If you receive a message that your file cabinet is full, you will only be able to save over previous games.

To avoid this situation in the future, press the SELECT Button *instead* of the RUN Button when you first turn your system on. From there, select "Delete" and use the Direction Key to point the arrow to any file you wish to delete and press Button I to enter your selection. Press the RUN Button and then the SELECT Button to reset the system and leave the menu. You may then start Ys as you normally would. This will "clear" space in your Memory Unit to save new games.

"Initialization" of the Back-up Unit
Your Back-up unit must be "formatted" (made operational) before any data can be saved. Please see your TurboGrafx-CD manual for further instructions.

To Avoid Losing "Data"
Game information may be lost if the Back-up Memory Unit is dropped or exposed to heavy shock. Do not touch the connection (expansion bus) between the TurboGrafx-16 and the TurboGrafx-CD.

Note: You must "recharge" your system by turning it on at least once every two weeks or your data will be lost!

Magic Items and Enhancements found in Book II

Hawk Idol
A weaker version of the Falcon Idol.

Misty Ice Drops
Allows Adol to cross over narrow gaps in the Ice Park.

Scroll of Guidance
Speaks the wisdom of the goddesses. Touch a goddess and the message will change.

Kerseta Flower
One of the ingredients necessary to create Lilia's healing potion.

Sacred Cup
Will return Adol to "normal" if it is taken to Evan's house.

Blue Orb
The only way to break Tarf out of prison is to give the Blue Orb to Keith.

Golden Pendant
Needed to reach the core.

Silver Pendant
Enables Adol to teleport in the Solomon Shrine.

Whisper Earrings
Allows Adol to hear faint whispers.

Pass
Allows Adol to travel freely in the Solomon Shrine.

Silver Harmonica
Play this harmonica near a certain door and see what happens!

Letter
Needs to be taken to the Doctor.

Lilia's Medicine
Must be made by the Doctor from certain ingredients.

Fire (Toba's Magic)
Used to attack the Evil Forces.

Light (Dabbie's Magic)
Lights not only the world, but also people's hearts.

Return (Hadal's Magic)
Allows Adol to go back to any town he has already visited.

Time Stop (Messa's Magic)
Stops the Evil Forces in their tracks.

Transform (Gemma's Magic)
Turns Adol into a goon so that he can speak to the Evil Forces.

Shield (Fact's Magic)
No one knows the power of this magic.

Press the RUN Button
When the initial TurboGrafx-CD screen appears, press the RUN Button. Watch the opening scenes and press the RUN Button again.

Choose BEGINNING or CONTINUE
Use the Direction Key to indicate your choice, and press the RUN Button to enter your selection.

If you choose "Beginning"
The game will start from the opening of Ys-Book I.

If you choose "Continue"
A new menu will appear with the following four options displayed: "Display the Password," "Input the Password, "Select Font" and "Start Game story".

"Display the Password"
This option allows you to recall a password from a previously saved game. Press Button I to select this option, and then use the Direction Key to select which game you want the password for. Press Button I to enter your selection. Your password will then be displayed on the screen.

"Input the Password"
If you received a password using the "Display the Password" option, you can re-enter it by selecting "Input the Password." This option is useful if you want to use your character on another TurboGrafx-CD system. To re-enter your password, select each character by using the Direction Key and by pressing Button I to enter it.

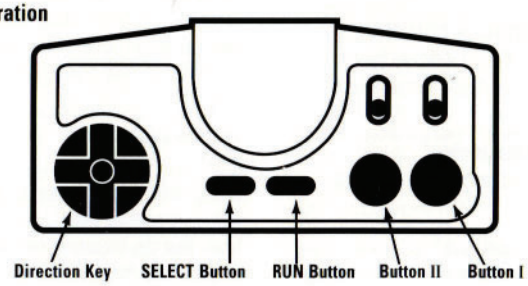
"Select Font"
If you choose this option, you will be able to change the style of lettering used in Ys. You will have a small menu of fonts to choose from. Use the Direction Key and press Button I to select the font you wish to be used throughout the game.

"Start Game story"
This option will allow you to resume game-play from a previously saved location. Use the Direction Key to point the arrow at the game you wish to continue playing. Press Button I to begin. (See page 11 of this manual if you do not understand how a game is saved).

Operating Controls

In order to succeed in your quest, you must learn how to operate your TurboPad quickly and effectively. Either you master its use- or Ys will be lost forever!

TurboPad Operation



Direction Key (4-way Controller)
Press to move Adol around the Land of Ys. Also used to move the "arrow" when selecting functions and items.

SELECT Button
Press to pause the game and to open the Command Window.

RUN Button
Press to start the game.

Button II
Press to use the items that you have selected. Also used to exit a menu or Inventory Screen (even if you do not select anything).

Button I
Press to select a function and to use magic.

Magic Items and Enhancements

Magic Items and Enhancements found in Book II

Herb
Refills Adol's "HP" Meter.

Life Drop
Revives Adol even if he gets killed. However, it is said that there is only one of these in existence.

Roda Tree Nut
Restores Adol's Magic Points. This nut can be used only once, but you can go back to the place where you found this nut as many times as you want.

Cape of Holy Spirit
Refills Adol's Hit Points when worn. The legend is that the Holy Spirit of Ys wore this cape.

Cleria Ring
Protects Adol with magic power when he is wearing it. The ring is made of Cleria, the metal made with the magic of the Black Pearl.

Peace of Mind Ring
Reduces the number of Magic Points spent by one-half.

Falcon Idol
Causes Adol's Fire Magic to seek out his enemies.

Evil Bell
Lures the evil goons with its sound, so you better beware!

Dreaming Stone Idol
Allows certain stone to be returned to its flesh form.

Goddess's Ring
Enables Adol to reach and defeat Darm!

Wand of the Holy World
Gives Adol magical powers!

Iron Ore
When this ore is brought to Guido, Adol will earn quite a bit of money.

Ancient Slate
Tells you a little more about the land of Ys.

Master Key
Enables Adol to enter certain locked doors.

Voca Shell
Allows Adol to communicate over great distances.

Key of the Water Canal
Enables Adol to enter the Control Room.

Stone Shoes
Allows Adol to walk up waterfalls in the Ice Park.

Roda Tree Leaf
The only thing known to be effective against Poison Gas.

Pick Axe
Used to dig in the mine.

Magic Items and Enhancements

Obtaining magic items along the way will help Adol to defeat the Evil Bosses and their followers.

Magic Items and Enhancements found in Book I

Wing
Allows Adol to go back to any town in an instant, no matter where he is. However, the Wing cannot be used in Darm Tower.

Healing Potion
Refills Adol's "HP" Meter!

Mirror
Gives Adol the power to stop the movement of the enemies for a certain period of time. The mirror can only be used a limited number of times.

Power Ring
Gives Adol twice his normal power when he is fighting the Evil Forces.

Armor Ring
Reduces the amount of injury to Adol by one-half.

Timer Ring
Reduces the speed of the enemies by one-half.

Healing Ring
Slowly refills Adol's "HP" Meter, but only when he is motionless. This ring is effective for the whole time that Adol is wearing it.

Evil Ring
Helps Adol to get through certain areas. But, watch out! The power of this ring is very great.

Glasses
Enable Adol to read the Books of Ys.

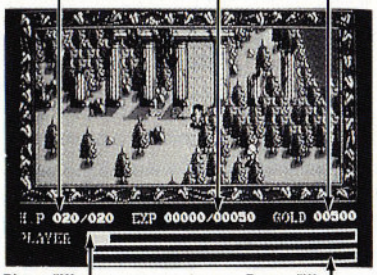
Brooch
Helps Adol as he travels through Darm Tower.

Blue Amulet
The key to reaching Dark Fact.

Ancient Books of Ys
The six books that the priests passed on to their descendants create great power when collected. The names of these six books are:

Volume Hadal	Volume Messa
Volume Toba	Volume Gemma
Volume Dabbie	Volume Fact

Screen Displays



HP
Adol's current "Hit Points" and his maximum "Hit Points."

MP (Book II only)
Adol's current "Magic Points" and his maximum "Magic Points."

EXP
Adol's current "Experience."

Gold
The current amount of money on hand.

Player "Hit Point" Meter
A graphical representation of how many "Hit Points" Adol currently has.

Enemy "Hit Point" Meter
A graphical representation of how many "Hit Points" an enemy that Adol is fighting has.

Playing the Game
During your quest to save Ys, you will meet many people. Some of these people will help you, while others will not. You begin your journey in a small town named Esteria. Enter each building and talk to each character by touching them with Adol. Then, visit the town smith and buy your first weapons. When you have completely examined each area and have spoken to each person in the town, leave Esteria from the North entrance. Your quest has begun!

Combat
In order to engage in combat, all Adol has to do is make contact with an enemy. The Enemy "Hit Point" Meter will reflect how much life Adol's opponent still has. When Adol defeats an enemy, he will gain experience and might even gain some gold. Try different attack styles to defeat your enemies. In Book II, Adol will eventually gain Fire Magic. This magic will allow him to attack from a distance.

Increasing Your Life
As you battle different creatures, you will gain experience. When you gain enough Experience (as shown on the Status Screen), you will automatically go up one level. A level increase not only brings you more Hit Points, but includes an increase in Attack Strength and Defense Power as well.

Functions and Features

Choosing a Function
Press the SELECT Button to make the "Command Window" appear. Then, use the Direction Key and press Button I to choose among the following functions:

Equipment
This function equips Adol with weapons or armor. To select "Weapons" or "Armor," press the Direction Key up or down, then press the Direction Key right or left. Your choice will be shown in the red frame in the top of the window. Press Button I to leave the Equipment screen.

Inventory
This function equips Adol with other items. You can choose among these items by moving the red frame with the Direction Key and entering your selections by pressing Button I.

Note: Some items are effective the moment Adol is equipped with them, while others are controlled by pressing Button II.

Status
Choosing this function will indicate Adol's status in terms of STR (strength), DEF (defensive power) and EXP (experience). Adol's current location is indicated at the bottom of the screen.

Load
By using the "Load" function, you can start from a place that you previously saved. Remember that your starting place can be selected from all of the data that you previously stored.

Save
By using the "Save" function, you can save your position in the game and your current status. (See page 11 of this maunual for further instructions).

Speed
Choosing this function allows you to change Adol's speed by selecting either "SLOW" or "FAST."

Pausing the Game
During play, the game may be paused by pressing the SELECT Button and entering the Command Window. Press Button II to resume gameplay.

Resetting the Game
During play, the game can be reset to the beginning by holding down the RUN Button and pressing the SELECT Button at the same time.

How to "Continue"
Ys-Book I and II is based on the damage scoring system. The Hit Point Meter reflects Adol's general health. The level of the Meter can decrease when Adol encounters enemies, obstacles and other hazards. When the "HP" (Hit Point) Meter reaches zero, the game is over. However, you may still continue to play by pressing the RUN Button when the words "Game Over" appear on your screen. Gameplay will then resume from an area near the location where Adol was last defeated.

Characters Who Will Play a Major Role in the Game

Adol Christin
Our hero. His mission is to find the lost Books of Ys, defeat the Evil Forces and restore peace and prosperity to the land of Ys.

Lilia
A peasant girl who lives in the village of Rance in Ys- Book II. She finds Adol lying on the ground, unconscious.

Lair
A poet, Lair lives in the city of Esteria. Her silver harmonica has been stolen by thieves.

Feena
A young girl who is locked up in the prison of the Holy Shrine. She does not know why she is in prison.

Meet the Evil Bosses of Ys

Dark Fact
Darm's most powerful henchman and the ruler of Darm Tower. He holds the final Book, Volume Fact, but he will not give it up without a fight!

Boss Darm
Boss of Ys-Book II and the ultimate leader of the Evil Forces. Disguised as the sacred Black Pearl, he tricked the people of Ys into worshipping him. Then, he brought death and destruction to all.